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November 2, 1999

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Group 3700

Time: 2:05 pm  
(Minneapolis, Minn.)TO: Assistant Commissioner for Patents  
Attn: S. Clayton  
Patent Examining Corps  
Facsimile Center  
Washington, D.C. 20231FROM: Russell D. SliferTELEPHONE: (612) 373-6965FAX NUMBER (703) 308-7768

\* Please deliver to Examiner S. Clayton in Art Unit 3713.\*

Document(s) Transmitted: Amendment and Response to FinalTotal pages of this transmission, including cover letter: 4 pgs

If you do NOT receive all of the pages described above, please telephone us at 612-373-6965.

In re Patent Application of: Personalized Wireless Video Game SystemApplicant: SliferExaminer: S. ClaytonSerial No.: 08/970,258

Group Art Unit: 3713

Filed: 11/14/97

**EXPEDITED PROCEDURE - EXAMINING GROUP 3713***Copy*  
**08/970,258****IN THE UNITED STATES PATENT AND TRADEMARK OFFICE**

Applicant: Slifer  
Serial No.: 08/970,258  
Filed: 11/14/97  
Title: Personalized Wireless Video Game System

Examiner: S. Clayton  
Group Art Unit: 3713

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**PATENT**

*found 4/3/00*

**AMENDMENT & RESPONSE UNDER 37 C.F.R. § 1.116 FAX RECEIVED**

NOV 3 5 1999

Box AF  
Assistant Commissioner for Patents  
Washington, D.C. 20231

**Group 3700**

In response to the First Office Action mailed 9/02/99, please amend the above-identified patent application as follows:

**In the Claims**

Please cancel claim 20.

Please amend the claims as follows:

1. (Twice Amended) A video game system comprising:

a processor unit for executing game instructions and displaying video images on a display screen, the processor includes a receiver for receiving wireless identification and control signal transmissions; and

a personalized portable controller comprising:

a plurality of control switches for generating game control signals;

a non-volatile memory for storing personalized identification information corresponding to a user of the controller, the personalized identification information [is selected from the group consisting of a user name,] comprises a user age, and historical game performance data; and

a transmitter for wireless transmitting of the personalized identification and game control signals to the processor unit, wherein the processor unit authorizes game execution based on the user age, further the processor unit comprises a transmitter for transmitting the historical game performance data to the personal portable controller.